SPRINGBOARD™

Quizagon™

Instructions

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To the Players

Quizagon is the ultimate trivia game for teens and adults. It will test your knowledge and strategy by challenging you with over 6,000 questions. You get 2 full diskettes, which means you can play dozens of times and never repeat a question.

Quizagon will try to stump you with questions from four categories. Each category has its own color.

Science and Geography
Sports and Games
Arts and Entertainment
Potpourri

Answering the question correctly is only part of the Quizagon challenge. You must maneuver through the hexagons by successfully answering the questions posed to you. Keen strategic moves will allow you to reach the four "Quizards" (the blinking hexagons). Once you have answered all four "Quizards," you will be confronted by the "Grand Quizard." Answering this question will win the game for you.

Object of the Game

The object of the game is to reach the "Grand Quizard" and correctly answer the question.

Getting Started...Let's Load the Program

General Note:

ALWAYS BOOT UP SIDE 1 BECAUSE IT HAS THE QUIZAGON PROGRAM ON IT. DISK SIDE 1 ALSO HAS A MULTITUDE OF QUESTIONS AND ANSWERS ON IT. MANY GAMES CAN BE PLAYED WITH DISK SIDE 1 IN THE DISK DRIVE BEFORE PLAYERS CAN REMEMBER THE QUESTIONS FROM PREVIOUS GAMES.

Apple II + , IIe, IIc

1. Insert the Quizagon disk side 1 into the disk drive.
2. Turn on the computer and the monitor.

Commodore 64

1. Turn on the disk drive, monitor and computer.
2. Insert the Quizagon disk side 1 into the disk drive.
3. Type **LOAD "QUIZAGON", 8**

Press the RETURN key.

4. When READY appears on the screen type **RUN**
5. Press the RETURN key.

Your program will come up soon.

Atari

1. While the computer is OFF, insert the BASIC cartridge into place. (The Atari 600XL and 800XL do not require the BASIC cartridge.)
2. Turn on the disk drive and insert side 1 of Quizagon.
3. Turn on the computer and the monitor.

IBM PC, PCjr

This procedure should be used to make a disk which automatically runs when the computer is turned on or the **CTRL-ALT-DEL** keys are simultaneously pressed. It is assumed that you have already purchased the IBM Disk Operating System (DOS). Use of DOS 2.0 or 2.1 requires 128K of memory. Use of DOS 1.1 requires only 64K of memory. If you put DOS 2.0 or 2.1 onto the program disk, you will not be able to replace it with DOS 1.1 at a later date. (The PCjr requires 2.1 DOS.)

Directions for preparing the program disk with either one or two disk drives are as follows:

One Disk Drive Procedure

1. Insert the DOS disk into drive A and turn the power on.
2. Enter the date and time. Wait for the A› prompt.
3. Remove the DOS disk from drive A and insert Quizagon disk side 1.
4. Type **B:SETUP** and press the RETURN key.
5. Each time the system asks for the drive B disk, insert the program disk into drive A. Each time the system asks for the drive A disk, insert the DOS disk into drive A.

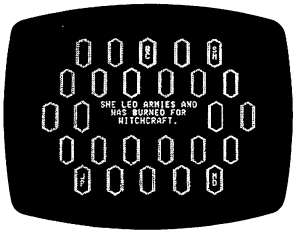
After the final A› prompt the program disk is ready for use as a self-loading disk.

Two Disk Drive Procedure

1. Insert the DOS disk into drive A and Quizagon side 1 into drive B.
2. Turn the computer on. Enter the date and time and wait for the A› prompt.
3. Type **B:SETUP** and press the RETURN key.

After a transfer of files, the program disk will be ready for use as a self-loading disk.

The Game Board



The board is composed of 26 hexagons.

Four colors are used to represent the four subject categories:

Science and Geography
Sports and Games
Arts and Entertainment
Potpourri

There are four blinking hexagons called "Quizards." Each "Quizard" is colored according to the category it rules.

Imagine the screen divided into four quadrants. Each "Quizard" lives in its own quadrant and though it may move between players' turns, it will always be found in the same quadrant.

The Grand Quizard does not live on the board. To reach the Grand Quizard, you must answer all four "Quizards" correctly.

Playing the Game

How do you answer questions?

The questions are presented in the center of the screen.

VERY IMPORTANT!

Players must speak aloud their answers upon their turn and then press any key to see if their answer is correct.

If the answer is correct, press any key when the prompt "CORRECT" appears at the bottom.

If the answer is wrong, press any key when the prompt "WRONG" appears at the bottom.

OR

You may press a "C" if the response is correct or a "W" if the response is wrong regardless of the prompt appearing at the bottom.

NOTE!

If "WRONG" is indicated, it is the next person's turn.

What if a key is pressed at the wrong time?

To back up one move in order to correct a poorly timed key press, simply press the ESC key. (On Commodore press the F1 key.) The board will appear as it was just before the wrong key was hit.

How do you move?

To Begin:

Enter the initials of each player/team. The computer will determine the order of the players and place the initials of the first player in the upper left corner. Subsequent turns continue in a clockwise fashion.

Each player's turn is signaled with a rapid blinking of the player's initials (# in Atari) and a distinct sound.

Each player must move around the board trying to land on each of the four blinking "Quizards."

A player can move to a different hexagon only by answering the question correctly.

A player can move only to adjacent hexagons. The legal moves available to a player are indicated by a "?" which goes from one hexagon to another. Hit any key when the "?" is inside the desired hexagon.

Note: As the "?" moves into the hexagon, the subject category for that hexagon will appear in the center of the board. Should you make a mistake in your move, you can back up by using the ESC key. (On Commodore press the F1 key.)

Helpful Hints:

As long as you are correct, the color of the hexagons and the position of the "Quizards" remain the same. This means that you can plot your course to the next "Quizard" by choosing hexagons that are in your favorite categories.

When you are wrong, all the colors of the hexagons change and the "Quizards" move within their quadrants.

Getting the Most Out of Quizagon

Remember, you must always boot up Disk Side 1 because it has the Quizagon program on it.

Disk Side 1 has a multitude of questions and answers on it. Many games can be played with Disk Side 1 in the disk drive before players will remember the questions from previous games.

Quizagon comes with over 6,000 questions and answers. Each of the four categories has over 1,500 questions and answers. That is far more than can be contained on any one side of a disk.

To play another disk side, simply insert the disk into the drive. You do not have to re-boot. The new questions will come up automatically.

Remember, one of the Quizagon disks must always be present in the disk drive while the game is being played.

Limited Warranty

Springboard Software, Inc. warrants this software product against defects in manufacturing for a period of thirty days following purchase. If, during that period, you cannot properly load the program, you may return it together with proof-of-purchase date to Springboard for a replacement. After thirty days a replacement can be obtained by sending the original product and $5.00 to the manufacturer, provided that the software product is then being manufactured by the manufacturer.

Returns should be sent to: Springboard Software, Inc., PO Box 35809, Minneapolis, Minnesota 55435.

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